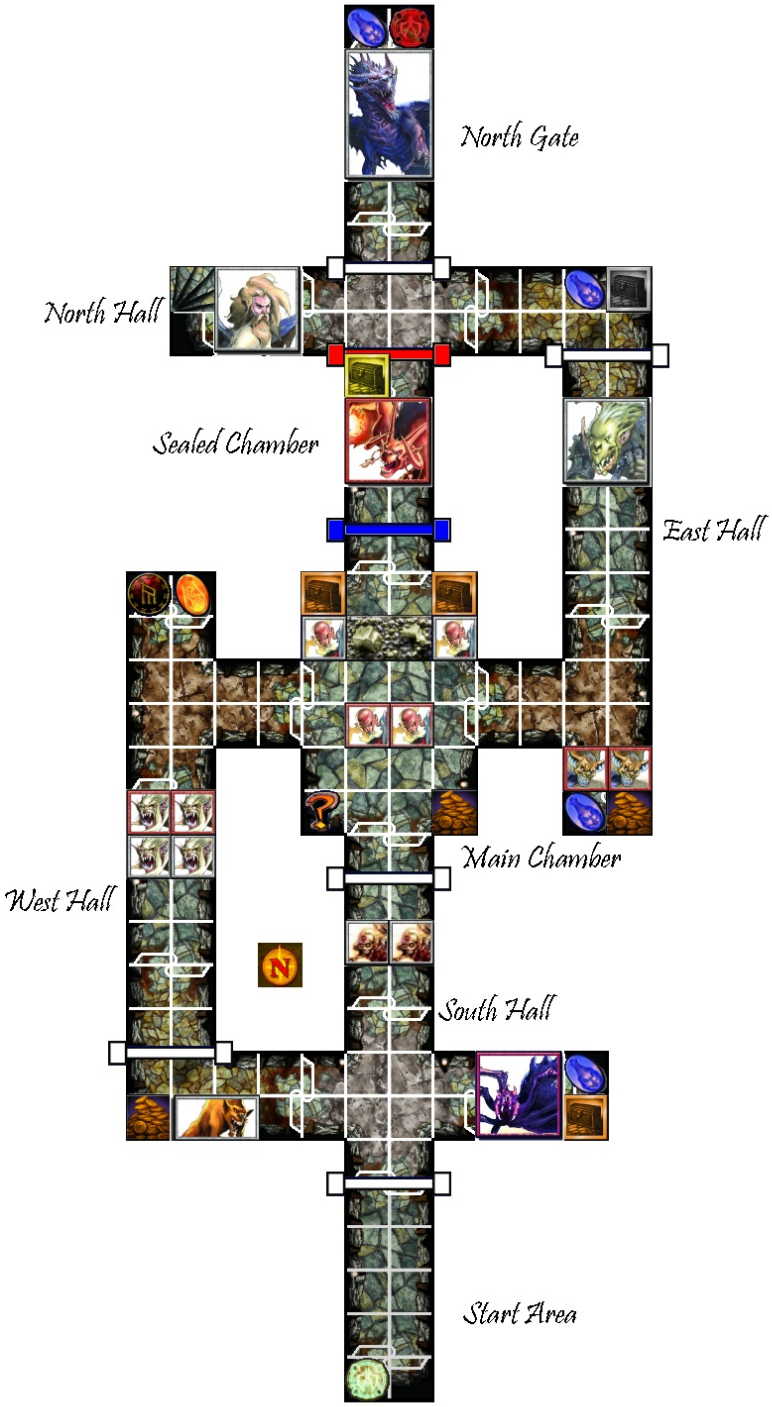

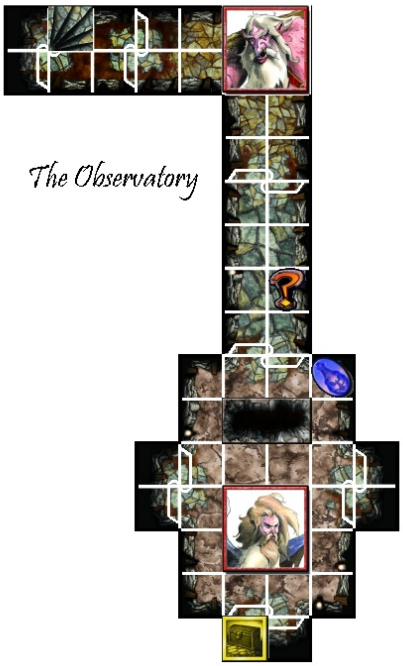

Chest	Contains
Copper 1	1 Conquest Token, 1 Curse
Copper 2	1 Conquest Token, 2 Curses, 1 Copper Treasure
Copper 3	1 Curse, 200 Gold
Silver 1	2 Conquest Tokens, 1 Curse, 1 Silver Treasure
Silver 2	2 Conquest Tokens, 1 Curse, 1 Silver Treasure
Silver 3	1 Conquest Token, 2 Curses, 2 Silver Treasures
Gold 1	3 Conquest Tokens, 1 Curse, 1 Gold Treasure
Gold 2	2 Conquest Tokens, 3 Curses, 2 Gold Treasures

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Ruined Temple

By Creg J. Empey

Scenario Background

Of late, you've been hearing rumors regarding a lost temple out in the woods. The rumors indicate that once, it was a center of learning and worship. Unfortunately, the scholars there went too far, raising a powerful demon. After a long and bloody conflict, they managed to seal the demon within the temple itself, along with all their books and treasures.

Lately, however, there have been dark stirrings within the forest. Creatures of evil appear to have worn down the seals on the temple. Whether they intend to release the demon within or simply plunder the temple of its long-forgotten treasures is unknown, but either way, it can't be good news for the nearby towns or the world at large. The monsters are showing much more organization than usual, indicating the presence of some sort of leader.

As insufferably noble heroes, you feel it is your duty to find this nest of evil and clear it out. And if you happen to pick up a few shiny toys along the way, so much the better.

Mission Goals

Your goal is to search the ruins of the temple, find the alleged leader, and slay it. You believe, based on past experience, that the rest of the mosters will disperse when the leader is removed. If you happen to activate any of the ancient glyphs of transport within the temple, so much the better. You begin with 5 conquest tokens. If ever you run out of tokens, the darkness will have claimed the temple and everything within it.

Good luck.

Start Area

As you enter the temple, the dank stench of rotten wood assails you. This place has long been neglected.

South Hall

Upon opening the door, the decay of the temple sinks in. The floor is broken stone, the walls are bare and mostly rotten, and the ceiling looks like it could collapse at any time. The smell of rot and decay is nearly overpowering.

Relatively few monsters are guarding this entrance. Either you were not expected, or perhaps that spider got hungry...

The Master bane spider in this area is not paying attention, and will neither move nor attack until it is attacked. Whether this is by the heroes themselves, or "accidentally" getting hit with the hellhound's breath, it is the same: the bane spider will turn and attack the heroes.

If the heroes attempt to open any copper chest, anywhere in the dungeon:

Before opening the chest, roll a power die. On a surge, the chest has rotted through, and its contents have been carried off. Furthermore, mold and dust have taken up residence. Instead of gaining anything from the chest, the hero who openend it takes one wound (ignoring armor) and gains one poison token. On any other result, open the chest as normal.

If any hero ends his movement adjacent to either door in this area:

The wood of this door is completely rotted through, and the door crumbles at your touch. Monsters beyond the ruined portal turn to look at you, with eyes hungry for blood.

Immediately remove the door and reveal the area beyond. The heroes continue their turn as normal.

West Hall

As you enter this hall, the ceiling creaks, the beams straining to support the weight above. A pack of unusually well-equipped beastmen turn to face you, howling their rage.

Important: This area is not entirely enclosed by doors. Only reveal this area when the heroes have line of sight down the hall.

Important: This area only consists of the long north-south hallway. The branch at the north end is considered part of the Main Chamber.

When the heroes defeat all the beastmen:

After striking down the last beastman, you take a moment to examine them. Beastmen wearing armor and using weapons other than tooth and claw is unusual, to say the least. Upon closer inspection, you find that the equipment was not made for them -- most likely plunder from rotted out vessels throughout the temple.

Turn up one copper treasure card for each hero. The heroes may each claim one of these. This does not open up copper treasures for purchase as opening a copper chest would.

Main Chamber

This room must have been the heart of the temple, though it appears to be in the same state of repair as the rest of the place. A large portion of the ceiling has collapsed, burying the altar in rubble. The door to the north appears to be in better shape; it's bound in iron and runes have been etched into the frame. The sorcerers here are focused on said north door, chanting a ritual in an evil-sounding tongue. One of them holds what appears to be a runekey. At that exact moment, however, the runekey glows and a bolt of dark power jumps from the sorcerer to the door. "Come forth, great one," he cries. "Come forth and be our sl -- what? Who interrupts our ritual?"

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You gather the idea that this was a particularly bad time to jump in.

Immediately after reading the area description, remove the Blue runelocked door, and replace it with a normal white one.

Important: This area is not entirely bounded by doors. Only reveal this area when the heroes have line of sight into the center of the room.

Important: This area consists of the large central room, the area between the north and south doors, and the areas connecting to the East and West Halls.

If a hero ends his movement on the encounter marker:

Amid a pile of rubble in this corner of the room, you notice a chest. Delighted, you haul it out and open it. Unfortunately, doing so causes part of the ceiling to collapse on you.

Replace the encounter marker with a rubble marker. The hero on this space takes 4 wounds, ignoring armor, and may roll up to 4 power dice. Each surge on this roll negates one of these wounds. Move the hero one space in any direction. Then, draw a Silver chest, look at its number and immediately distribute its contents. The heroes may also buy silver treasures from town, if they couldn't before.

When the heroes defeat all the sorcerers:

The final sorcerer stares at you after the final blow. "You fools," he croaks, as blood begins to trail from his mouth. "That chamber... the thing within... will destroy... you..." The sorcerer finally collapses. The door they were so intent on opening seems undamaged in any way, but the fact that it is barred on this side says it probably wasn't put there to keep people out.

East Hall

As you look down this hall, you see a rather ugly ogre guarding a very shabby-looking door. At that same moment, the ogre sees you, picks up his club and pounds the ground twice, causing dust and small debris to rain from the ceiling. The thumps are answered by a pair of shrieks from behind you, and you whirl around to see two large razorwings land within striking distance.

Not necessarily the brightest, these monsters.

Important: This area is not entirely bounded by doors. Only reveal this area when the heroes have line of sight down the hallway.

If a hero ends his movement adjacent to the north door in this area:

Much like several other doors in this place, this one is rotted through, and falls to splinters at your touch.

Immediately remove the door and reveal the area beyond. The heroes continue their turn as normal.

North Hall

This hall seems to be in better shape than the rest of the temple. The stench of rotting wood is not as strong, the vessels along the walls are intact, and the walls even still have some decoration in places. It seems the magic of the runelocked door in the center of the hall has preserved things somewhat. Nevertheless, between the runelocked door and the one opposite it, the ceiling sags as the beams supporting it have broken. A hissing voice from the west end of the hall greets you, "None shall disturb my master... here you die!"

Sealed Chamber

As you open the door, the demon within laughs. A deep, evil, malevolent laugh. The kind of sound that makes chills dance all up and down your spine.

"Truly, I thank you, mortals, for setting me free. I have been confined in here for eons, it seems... but now I can continue with my work. As payment, I shall give you a quick death, here and now, so you will not have to burn with the rest of this wretched world."

The Demon in here is Ar'Khala, the Consumer. He has the stats of a normal Master Demon except his armor is 6 and he has 2 extra wounds.

The heroes will gain 2 Conquest Tokens for defeating Ar'Khala.

If a hero tries to open the chest in this room while Ar'Khala is still alive:

Try as you might, the chest won't open. You notice a faint line of power leading from the chest to Ar'Khala, the demon, and surmise that the chest won't open until the demon lies dead.

North Gate

This used to open up into a garden, but has become completely overgrown over the centuries. All that remains is a narrow path between to large hedges. The path, however, is occupied, as a dragon has taken up residence here. As you open the door, the dragon lifts its head, as though being rudely awakened from a nice, quiet nap. Beyond the dragon, you do notice a significant prize: the garden's Glyph of Transport appears to be intact.

The Observatory

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As you climb the staircase, you hear a rasping voice say, "Is that human I smell? Do take care of that, Bartok." The next thing you notice is a giant, presumably Bartok, rumbling your way.

The giant in this area is Bartok. He has the stats of a normal Master Giant, except he has Speed 4, and 4 extra wounds. He is worth 3 Conquest Tokens when killed.

The manticore in this area is Xel'Sharok. He has the stats of a normal Master Manticore, except he has Speed 5, 8 extra wounds, Armor 5, and is permanantly under the effects of Rage (as in, he has four attacks per round.) He will not do anything until either Bartok is dead or someone attacks him. Furthermore, so long as he has line of sight on at least two different targets, he will not make two consecutive attacks against the same target.

If Bartok is dead, Xel'Sharok rolls an extra green die on all attacks.

This area corresponds to the Main Chamber, Sealed Chamber, and the North Hall below it. At the beginning of the Overlord's turn, if at least one hero is in this area, roll a power die. On a surge, one hero of the Overlord's choice will fall through the floor into the area below, taking 2 wounds (ignoring armor) in the process. Move the unlucky hero to the corresponding space, and place a pit marker on the affected space in the Observatory. If a large enough hole opens up, Xel'Sharok and/or Bartok may jump down to the Main Chamber, though they take no wounds in the process. Playing a Spiked Pit trap card has the same effect.

If the heroes kill Xel'Sharok, they are awarded 4 Conquest Tokens and have completed their quest.

If a hero ends his movement on the encounter marker and Ar'Khala has not been defeated:

A trapdoor opens up here, revealing a staircase leading down. The light from beneath is an ominous shade of red, as though the room below were lit by nothing other than the fires of hell.

Replace the encounter marker with a red staircase. Place the corresponding staircase on the corresponding space in the Sealed Chamber, just north of the (formerly) blue door.

If a hero ends his movement on the encounter marker and Ar'Khala has been defeated:

A trapdoor opens up here, revealing a staircase leading down. The walls of the staircase are blackened, scorched by eons of hellfire.

Replace the encounter marker with a red staircase, and place its counterpart as described above.

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